Swarup Srinivasan

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EDUCATION

University of Toronto, Honors Bachelor of Science **Sep 2018 – Dec 2021 (Expected)**
Computer Science Co-op, Entrepreneurship Stream, 4th year
CGPA: **3.88** / 4.0 – Dean's List of Academic Excellence
Teaching Assistant: Software Engineering (CSCC01)

World topper of Computer Science, Cambridge International A levels

SKILLS

- **Languages:** Python, Java, C++, C, HTML, CSS, JavaScript, WebAssembly, SQL
- **Frameworks:** React, React Native, Flutter, Spring Boot, Pandas, Spark, TensorFlow, Keras, scikit-learn
- **Concepts:** REST APIs, Multithreading, Agile methods (SCRUM, Test Driven Development), CI/CD
- **Tools:** Git, Jira, Microsoft Azure Cloud, Figma

EXPERIENCE

Software Developer Intern – BlackBerry Sep 2020 – Dec 2020

- Develop a tool using WebAssembly to compile and execute large C++/C# analysis engines in-browser efficiently
- Collaborate in a cross-functional team to create IoT security software for vehicles using sensor data, presenting code reviews, performing investigations and iterating based on feedback
- Contribute to Tech Talks and white papers to drive knowledge sharing and innovation with other teams

Machine Learning Engineer Intern – University of Toronto Jan 2020 – Apr 2020

- Led development of tool to predict job salaries with **86%** accuracy by using natural language processing to build machine learning models with TensorFlow, Python on Azure Cloud distributed systems
- Reduced REST API deployment time by **67%** by optimizing pipeline using Docker and Kubernetes
- Presented report interface built with HTML, CSS, JavaScript to team of **7** non-technical HR managers
- Decreased MySQL query time by **15 minutes** by creating module to automate query generation

Software Developer – Google Developer Student Club Jan 2020 – Jun 2020

- Increased essential resource accessibility by **10%**, by creating a cross-platform mobile app in a team of 4 using Flutter to provide offline access to resources such as local food banks and homeless shelters, with SMS **(GitHub)**

PROJECTS

Virtual Queue Manager – (Website, GitHub) Jun 2020 – Present

- Website to manage store queues with features including intelligent store searching, store analytics tracking, real-time queue status monitoring, QR code validation
- Technology: MongoDB, Express, React, Node.js, Google Maps API

Escape Room Game – (GitHub) Jun 2020 – Present

- Escape room puzzle game with a ray-casting 'grabbing' system for players to move objects and escape the room
- Technology: C++, Unreal Engine

Style Matcher – (GitHub) Feb 2020 – Feb 2020

- Website that suggests clothing by 'matching' user wardrobe to catalog which reduces shopping time by 90%
- Technology: React, Python, Flask, Google Computer Vision API, Figma

Spotify API Clone – (GitHub) Feb 2020 – Feb 2020

- REST API for a music player created using microservices to friend/follow users, like songs, create playlists, etc.
- Technology: Java, Spring Boot, MongoDB, Neo4j

Secure File Transfer System – (GitHub) May 2019 – Aug 2019

- System for secure file transfer from server to clients. Handles concurrent requests with 0% degradation in speed
- Technology: C, sockets, I/O multiplexing, UNIX